

ATTAQUER #3

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ATTAQUER is an affiliate of the National Fantasy Fan Federation Games Bureau Diplomacy Division. Bureau Chairman is Donald Miller, 12315 Judson Rd., Wheaton, Md., 20906.

Diplomacy is a game invented by Allen Calhamer and manufactured by Games Research, Inc., 48 Wareham St., Boston, Mass., 02118. The game is available for the sum of \$7.50 complete.

ATTAQUER is available for trade, if you are in the games or by subscription. Games are \$4.00 each one that you get into after your first one reaches 1904. Until then, you have to pay 3.00. Subscriptions are 10/\$1.50. N3F Games Bureau regular members take 25% off of these prices.

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SAYINGS

Aristotle: "When men are friends, they have no need of justice".

Hegel: "War is a state of affairs which deals in earnest with the vanity of temporal goods and concerns..."

Interesting. Was the game of Diplomacy invented back then?

And now that I have run out of fillers...

Here I am again. I am sure that this issue will, again, be late but my typewriter broke down and it still is not really fixed (at least until I fiddled inside it after the repairman brought it back and claimed that it was fixed. It was not.). It prevented me from preparing this all ahead of time so I am doing it now. Better late than never.

ATTAQUER may not always be on time but the games will be. The first game was completed a few days ago and I immediately after fixing my typewriter carbon copied the players and the game is off. Now you can be sure that ATTAQUER will not fold for a while. The games that I start will finish. I pledge this. It may be in this same 'zine, in a sub-zine, or by carbon copy. Either one of these ways will be used. The games will be finished.

Another benefit about finishing the roster for at least one game is that I can pull out all of the stops and produce the kind of an issue that I want to. I do not know how the Scotice Scripti map will come out but I will be able to obtain original maps from Rod Walker and all of you may rest assured that good maps will be available for the players.

At this moment, I do not know what this issue will contain. I, of course, have some idea, but there is a lot that I can cover.

In Diplomania #23, Robert Johnson issue a pet peeve with all of the new Diplomacy magazines that are spring up. I may write an answer to that piece to be published in Diplomania but I would like to answer for ATTAQUER. The main reason for new 'zines is that there is a lot of new players, a lot of people who are interested in putting out a Diplomacy 'zine. This is the simple explanation. New games are starting everywhere. Most of these are in new 'zines because people are getting tired of playing in the same 'zines. The old established 'zines are not having that many open games. Hardly any, in fact. Those 'zines which are "middle aged" are unable to start new games particularly those which really began to rocket right after beginning. Face it, people are wanting to help us newcomers to Diplomacy and they want to play in different 'zines with different features, different players, and different editors and gamemasters. The editor really makes the 'zine. He is the one who drives the 'zine forward. Without him, a magazine would be nothing.

I am wanting to publish a Diplomacy 'zine. I am doing it. I want to do the job the best that I can. I want ATTAQUER to be one of the best 'zines in existence. Do you blame me?

I am going to finish this editorial with my usual plea for players. I want to start a few more games and then lay back for a couple of months to see how I do. This is only fair to you, the player and the reader. I ask you to put your trust in me and help me to start this magazine. Stick around. I think you will like what you see.

RULES SECTION SCOTICE SCRIPTII

All the rules of Diplomacy are followed, with these exceptions:

Convoy. There are no convoys. Instead, armies must be carried piggy-back by fleets. A fleet must move to a province occupied by an army, or vice-versa, and the other unit must be ordered to form an A/F. Thus: A Xxx to Yyy, F Yyy equals A/F. The A/F has the power of a single unit while moving on the high seas. When attacking land, however, it has the force of two units. The A/F may attack a costal province: A/F Aaa to Bbb. The A may attack seperately, supported by the F. Thus(given an A/F in province Mmm): A Mmm to Nnn, F Mmm (S) A Mmm to Nnn. The Fleet may also support in another direction. Thus(given an A/F in province Rrr): A Rrr-Sss, FRrr (S) F Ttt to Uuu. The support of a fleet is, of course, subject to the rule that it must be able, itself, to move there if unopposed.

Fleets may enter only those Irish provinces which are anchor-ages, since there are few good natural harbors in the country. These provinces are indicated on the map by "X" and are: Waterford, Waxford, Plunkett, Mourne, Sperrin, Donegal, Lawless, Tuam, Leitrim, and Thomond. Armies may disembark from an A/F into any Irish costal province, but an A/F of F may not land, or support into, any province except those named. This restriction does not apply to provinces outside Ireland.

Irish kingdoms may not construct fleets. They may, however, capture fleets. Any fleet in an Irish costal province may hold, or it may attack or support into any adjacent high seas province or Irish province or Irish costal province which is an anchorage. As usual, it has the strength of any other unit, and may be supported in place. If captured, it is dislodged from the province. If it is not able to retreat and is captured. The capturing player must order his army to capture the fleet. Thus, A Fff to Ggg equals A/F. The captured fleet is then the property of the Irish player and does not require the support of a supply center. It may be captured by the owner from the capturing army and used as an independent fleet. In this condition, while still in Ireland, it is subject to capture by another Irish player. A non-Irish player who loses a fleet may not replace it until the winter of the next succeeding year(but may build an army instead during the next succeeding Winter move if otherwise entitled to build. A non-Irish A/F in Ireland is not subject to capture, but may retreat(or be annihilated)). A non-Irish fleet in Ireland dislodged by a non-Irish is also not subject to capture. A fleet which is dislodged by an Irish player who does not write a capture order is annihilated.

The game begins in Spring 1015. All starting units are armies, except the Fleets indicated. Starting units are:

CONNACHT: A Roscommon, A Sligo, A Tuam.	MUNSTER: A Cashel, A Limer- ick, A Tralee
ENGLAND: F Berkley, F Chester, A Stadford	ORKNEY: F Hebrides, F Kintyre, F Skye
KYMRU: A Buellt, F Cardigan, A Powys	
Leinster: A Dublin, A Kildare, A Tara	
SCOTLAND: A Alcluyde, F Dundrennan, A Lismore	ULSTER: A Armagh, A Down, A Omagh

Note: Kymru may build Fleets in Mona and Dyfed in 1016 and later. A fleet may leave Caithness, enter Sutherland(e,c.), and then proceed to Caledonia. It may exit by the reverse route. Orkney may build Fleets in Man if it owns Man.

VICTORY CRITERION

The object of the game is to unite the Keltic peoples(Ireland and

SCOTIA SCRIPTI

SUPPLY CENTERS (HINE)

NEUTRAL SUPPLY CENTERS

ADDITIONAL BOUND.

Land

Sea

North Atlantic (Nat)

Mid Atlantic

Mid Atlantic

Tralee

Desmond

South Atlantic (Sat)

Hebrides

Skye

Minch

Islay
Firth

Donegal Bay (DoB)

Donegal

Sligo Bay (SIB)

Lawless *

Sligo

Brefffny

Erne

Spe
rin
Omagh *

Dalriada

Down *

Armagh

Mourne *

Tyrone

Hoscommon

Anghaile

Uriel

Plym

Drugheda Bay

Tarra

Dublin *

Kildare

Wicklow

Offaly

Osborne

Wexford

Meath

Cashel *

Limerick *

Cork

Waterford

North Minch (NMI)

St
rath
naver

Durness

Caithness

Sutherland

Caldecula

Linsmoze

Lorne

Alcluyd

Kintyre

North Channel (Nth)

Dundrennan

Cumberland York

Solvay Firth

Irish Sea

Man

Irish Sea

St. George Channel

Mona

Gwynedd

Cardigan Bay

Merioneth

Powys

Stafford

Cardigan

Hereford

Dyfed

Buellt

Gloucester

Bristol

Morgan

Berkley

Wales). An Irish player(Ulster, Connach, Leinster, Munster) may win by holding 17 supply centers (of 34) including Tara. Kymru may win with 17 supply centers including two complete Irish kingdoms and Tara. Among the 17 supply centers for an Irish king must also be two complete Irish kingdoms. England, Scotland, and Orkney may win by capturing 22 supply centers, including any three complete kingdoms in Ireland and Wales including Tara and Cardigan. Control of a kingdom is defined as control of all supply centers within it at the end of a Fall move. This is clearly indicated on the map, save that Man is within Orkney.

SCOTICE SCRIPTI was invented by Peter Comber and original published in LOMKOME. I appreciate the permission that Rod Walker gave for reprinting the rules and map. I extend to Peter Comber the intitation to join the section which I am offering.

GAMES

ATTAQUER #1

The roster is filled for game #1 of ATTAQUER. It is a regular Diplomacy game. The players are:

England: Patrick Casey, 1061 Anderson Pl., Owatonna, Minn., 55060
 France: Steve Gordon, 2205 E. 7th. St., Brooklyn, N.Y., 11223
 Germany: Norman McLeod, 906 Kimberwicke Rd., McLean, Vir., 22101
 Austria: Tommy Ogle, 2318 Cleveland Ave. S.W., Decatur, Ala., 35601
 Italy: Dick Reiter, %Lt. Col. G.C. Reiter, Hq. 2nd. Wea. Wg.(CMR Box 166) , APO New York, N.Y., 09332 (All Mail AIRMAIL)
 Russia: Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906
 Turkey: W. Gerald White, 4004 S.E. Pine St., Portland, Ore., 97215

All participants above are paid up with the exception of Buddy Tretick who may send in his money with his first set of moves.

Deadline for Winter 1900 is March 16, 1969. Winter 1900 is really optional builds where you have the option of building an army or a Fleet on a sea province. Deadline for Spring 1901 is April 2, 1969. This gives approximately 5 weeks for initial alliances and then the game will proceed at 3 week intervals. The gamemaster wishes each player good luck.

GAME

OPENINGS

ATTAQUER #2

SCOTICE SCRIPTI

1. Chuck Carey(Paid)	1. Michael Dobson(Paid)
2. K.V. Wittmann (Paid)	2.
3. Jim Boskey (Paid)	3.
4. Robert Perkins (owes, maps)	4.
5. Open	5.
6. "	6.
7. "	7.
	8.

HERE & NOW

Another listing of Diplomacy magazines. It will not be as complete as the one in #2, I will just cover a few. A lot will be variant 'zines.

Zothique: Capt. Rod Walker, 1575-A White Drive, Rantoul, Ill., 61866. #5. Only games are the Aberration series. Game opening in Aberration II. NSF Games Bureau Division. Recommended.

The Swiss Variant: Tommy Ogle, 2318 Cleveland Ave. S.W., Decatur, Ala., 35601. The variant that it has is probably covered later.

It may become a good 'zine if the editor will keep it on schedule.

Lomokome: Capt. Rod Walker address above. Has variant information. N3F Games Bureau Diplomacy Division. Recommended.

EREHWON: Capt. Rod Walker. Address above. Openings in a regular game. N3F Games Bureau Diplomacy Division. Recommended.

The Diplomat: Eric Just, Box 131 Paoli, Okla., no zip code. #23. No openings. Interesting.

That is all for this. If you want your 'zine to have some free publicity, send it in. I do ask for reciprocation in the publicity.

THE WORLD OF VARIATION

Here I am again with the rules for a Diplomacy variant. If you have a variant, submit it and if it is published, you will receive a free game in ATTAQUER. Now on to the variant.

This issue, the variant featured will be The Swiss Variant. It was invented by Tommy Ogle and Mike Dobson and it is featured in a postal Diplomacy rag by the same name. It has some faults and some good points. All will be mentioned.

It uses the standard Diplomacy map with the following changes:

1. Ireland, Iceland, and Switzerland have supply centers and make up a country.

2. Out of the North Atlantic and Norwegian Sea are made 2 provinces: Arctic Sea and Icelandic.

3. The following neutral supply centers are added: Algeria (in North Africa between Morocco and N.A.R.), Albania, Norfolk (out of part of London), and Sicily.

4. North Africa is made into the following provinces (from right to left): North African Republic (impassable), Algeria (supply center), Morocco (neutral province).

5. Caspian Sea in Russia.

Now for the rules.

1. Switzerland+Ireland+Iceland = The Republic of Greater Switzerland; Ireland and Iceland and Switzerland are considered as provinces and contain one supply center each.

2. Permanent hyperspace linkages exist between the provinces of TROGS (The Republic of Greater Switzerland). These linkages cannot be invalidated by "separate" orders.

3. Switzerland is still impassable to foreign troops, however, TROGS's troops can cross the Swiss border. The only way for foreign troops to enter Switzerland is by use of the Hyperspace linkages between the provinces making up TROGS.

4. Besides the usual "move", "support", "hold", and "convoy" orders which may be written during the Spring and Fall "movement" seasons, the person playing TROGS may also write two "link" and/or "separate" orders per year-- the other seven powers are allowed one "separate" order per year.

A "Link" order, unless stood-off by rule #8 below, has the effect of providing a hyperspace-linkage between the two provinces specified in the orders--such linkages taking the effect at the end of the season, after all "move", "support", "convoy", and "hold" orders have been read. Thus, a piece cannot move through a linkage until the "move" season after the one in which the "Link" order was written.

6. Both armies and fleets can move through a linkage, no matter whether the province specified is inland, costal, or sea. (This is the only way a fleet can move into an inland province, i.e. by hyperspace.) Note that a piece can also support through a hyperspace-linkage.

7. A "Seperate" order, unless stood off by rule #8 below, has the effect of placing a barrier between the two provinces specified in the order-- such "barrior" taking effect at the end of the "move" season, after all "move", "support", "convoy", and "hold" orders have been read (thus taking effect at the same time as the "link" orders written that season.). This means that movement between the two provinces specified, during the same season the "Seperate" order was written, is not affected by the order. Once the "Seperate" order goes into effect, all possible "movements" concerning the specified provinces are balked. For example: in Spring 1901, the German player successfully orders "Seperate Berlin and Kiel". In Fall, 1901, then an order "F Kiel (S) A Berlin, "A Berlin (S) F Kiel" ((I just noticed another thing about the example, F Kiel is unable to support A Berlin anyway as a fleet may not move into an inland province and Mr. Ogle did not specify that Kiel was linked in hyperspace)), "A Berlin (S) F Kiel", "F(Kiel) to Berlin", or "A Berlin to Kiel" would be invalid. The "Seperation" order also cuts the province off from hyperspace.

	O At
	P Great
	E Intevals
	D This
	A Appears
	T To
	I Inflamm
	O Optic
	N Nerves

8. A "Link" order may be "stood-off" by a "Seperate" order written the same season and specifying the same two provinces. A "Seperate" order may likewise be "stood-off" by a corresponding "Link" order.--Note that a "Link" order may be supported by another "Link" order written the same season and specifying the same two provinces; ditto for a "Seperate" order.

9. Hyperspace-linkages may be established for any provinces on the board except the North African Republic. Provinces linked in both hyperspace and normal-space are called "doubly-linked" provinces and will require two "Seperate" orders to seperate the two provinces entirely. The first successful "Seperate" order breaks the hyperspace linkage; the second successful "Seperate" order breaks the normal-space linkage.

10. Hyperspace-linkages last for one year. The same goes for "Seperate" orders.((I am omitting a lot of the examples that were in the original rules.))

11. An order for a unit to "move", "support", etc., through Hyperspace, must state this, otherwise the order will be taken as an order to move through normal-space and will be treated as such.

12. When two armies enter the same province at the same time, they repel one another, regardless of whether the two armies are traveling through hyperspace (and, of course, even when one is traveling through hyperspace and the other through normal-space).

13. One must always specify the coast in moves concerning multi-coastal provinces, however, it should be noted that hyperspace-linkages involve whole provinces, not just sections. Thus, the order "F Spain(SC) supports A Gascony through hyperspace" is a legal order(providing there is a hyperspace-linkage between Spain and Gascony), while it would not be through normal-space. Note that a Fleet can support an inland action through hyperspace.

14. If two provinces are linked through hyperspace, only those two provinces are affected; ditto for "Seperations".

15. A Fleet which is resting in an inland province as the result of a move through hyperspace, ~~occupies~~ that province and may be supported in holding that province through both normal space and hyperspace. However, such an "inland" Fleet may not move or support from that province through normal-space, but may do so only through hyperspace.

16. An Army which is ordered to move to or support a sea-province through hyperspace has no effect on the province except when it is unopposed. Thus, if an army is ordered to support an action in a sea-province, the support order has no effect, and the army stands; if an army is ordered to move to a sea-province, and another unit is also attempting to move into that province, the army has no effect, and the Army stands where it is; however, if an army is ordered to move to a sea-province, and is unopposed in doing so, it succeeds in getting in to the province and is immediately "drowned". (See rule #17, below)

17. A unit may be willingly destroyed by:

- a. Ordering a retreating unit to "stand and fight to the death".
- b. Submitting either no order or an incorrect order for a retreating unit.
- c. "Drowning" an army in accordance with rule #16, above.

A unit which is destroyed, either willfully or involuntary, cannot be replaced -by the building of a new unit in a home supply center until at least one full year has elapsed.

18. If two provinces which are regularly linked in normal-space are seperated, they must be re-linked in normal-space before they can be linked in hyperspace.

19. Two TRoGS Armies can exchange places through hyperspace, but not by moving through normal-space(no pieces of any one power can exchange places through normal-space). Two units can also exchange places by moving through normal-space, and the other through hyperspace.

20. Armies may not be conveyed through hyperspace.

21. The province of Switzerland may only be supported through normal-space by one of its own pieces(TRoGS) and not by any player.

Note: A non-TRoGS piece can only support or move through a hyper-space linkage with TRoGS written consent. This consent must be sent to the gamesmaster before any piece, other than TRoGS's own, tries to move through a hyperspace-linkage.

22. If one of TRoGS is kept in hyperspace longer than one year, it is considered "lost" in hyperspace. Each move-ment season after a piece has been "lost" in hyperspace, the gamesmaster will pick a province at random and establish a temporary hyperspace-linkage between hyperspace and that province. The piece "lost" in hyperspace must try

to move to this province, and if it is successful, it becomes a normal unit again (if it lands in a body of water, it is drowned); if the move is unsuccessful, the "lost" unit remains "lost" until the next movement season, when the entire procedure is repeated. TROGS can have any number of pieces "lost" in hyperspace, however, only one may try to leave through the temporary hyperspace-linkage established for a "lost" piece. Note that the temporary hyperspace-linkage established for a lost piece, and the movement of the piece through that linkage, occur simultaneously.

23. There will be a Winter, 1900, "build" season at the start of the game, during which players must submit "build" orders for all of their supply centers. A Fleet may not be built in an inland supply center during this or any other "build" season.

24. Except as stated above, the regular Diplomacy rules as stated by Games Research, Inc.

There are the rules. It is not a very good variant. There are several reasons, as I will state below.

1. Switzerland is not powerful enough even with its linkage powers.

2. Some of the additional supply centers shifts the balance of power around greatly. Too much.

3. Rule #22. How do you order a unit into hyperspace? This is not stated in the rules.

These are some of the mistakes. The game will have problems. IF the inventor would put some hard work on the rules, he could iron out the difficulties.

Next issue, I hope to have the complete Aberration series with, hopefully, maps. Until next issue...

GAMES

This is an amendment to page 5. Some new things came up and I am forced to do this.

ATTAQUER #1. Same roster, new schedule. Spring 1901 moves are due APRIL 8th, 1969. There will be no optional builds.

ATTAQUER #2 is filled. the roster is as follows:

England: Jeffrey B. Power, 521 6th. St., Traverse City, Michigan, 49684 (owes \$4.00. Payable with first set of orders).

France: James Boskey, Cleveland-Marshall Law School, 1240 Ontario St., Cleveland, Ohio, 44113 (Paid).

Germany: K.V. Wittmann, 10 Lexington St., Newark, N.J., 07105 (Paid).

Austria: Chuck Carey, 2002 Westfield, Alexandria, Va., 22308 (Paid).

Italy: Mike Mellott, 29020, 40th. Ave., S., Auburn, Wash., 98002 (Owes \$4.00).

Russia: Robert Perkins, 2755 Carlaris Rd., San Merino, Calif., 91108 (Owes).

Turkey: David May, 7370 Cabrillo Ave., La Jolla, Calif., 92037 (Paid).

Spring 1901 deadline is April 7, 1969.

ATTAQUER #3(Regular as is #1 and #2)

1. David May(Paid)
2. Open
3. "
4. "
5. "
6. "
7. "

This will be the last regular game in ATTAQUER for some time.
There will be variants, though.

All players who wish to have me call them, collect, in the event that they miss their moves. If you do, please specify it, the hour that you want to be called and your phone call. You may also send in General orders. All orders must be written on one side of the paper, legible (preferably typewritten), contain the game number(#1,2, or 3), and the date. If you do not, I will assume no responsibility in case your orders get fouled up. Be warned.

Standby for all games is George Schelz.

MISCELLANEOUS

The IDF Constitution will not be given here this issue. It will be delayed proably one or two issues. The reason is that this is already running late and I want to get it out as soon as possible.

Capt. Rod Walker is now head of the Diplomacy Division of the National Fantasy Fan Federation. From his plans in EREHWON, the bureau should, literally, blast off. I urge all of you to join this very worthwhile organization(The Games Bureau, I mean). Bureau chairman is Donald Miller, 12315, Judson Rd., Wheaton, Md., 20906. It only costs \$1.00 and it is easy to gain it back through discounts.

As you can see from the issues of ATTAQUER, I am experimenting a lot trying to find suitable typing styles. This one that I am doing seems to be pretty enough but I am going to adjust the margins so that they are even and various other things. Maybe I can find a place in the sun.

So ends this issue of ATTAQUER. It is delayed, it is a little shortened. I hope to be able to have some House Rules next issue so that there will not be any confusion. Look over the line on the paper just above this. It is just an accident.

May all of your wars, be on game boards!